Sports Center Membership System

# Introduction

Product planning starts with creating a vision: an overarching, shared goal that guides people. The vision is to guide our work and focus our efforts. It describes how the goal of our project is realized and captured.

# Positioning

## Problem Statement

|  |  |
| --- | --- |
| The problem of | Organizing and managing the member processes of a sport center |
| affects | Sport center members, instructors and managers |
| the impact of which is | Easily managing user processes within the center |
| a successful solution would be | A user friendly, easily operable, fast, responsive system |

## Product Position Statement

|  |  |
| --- | --- |
| For | Sport centers |
| Who | Members, instructors and managers of sport center |
| The (product name) | Sport Center Membership System |
| That | User friendly, easily operable, responsive |
| Unlike | Traditional documented registration process |
| Our product | Web-based, one solution for every platform |

# Stakeholder Descriptions

## Stakeholder Summary

| **Name** | **Description** | **Responsibilities** |
| --- | --- | --- |
| Sport center members | The main customer, people who wants to do sports and pays for it | * Is responsible with managing and updating their physical informations * Managing their weekly schedule * Making an appointment |
| Sport center instructors | People who work in the sport center for teach and control the members | * Is responsible with adding, deleting and updating the events in the sport system * Checks the member informations and makes appropriate programs for them |
| Sport center managers | People who are in charge of the sport center | * Is responsible with giving information about the sport center they are in management * Checking, approving, rejecting memberships * Presenting the requirements of the system to the developers if they haven’t been implemented or has been implemented incorrectly * Managing branches |
| Developers | People who have developed the system | * Is responsible with maintaining and updating the system through its life cycle * Ensures that system is satisfying the requirements of the customer |

## User Environment

We are going to work with 5 people which is specified on top of paper. Its not going to change.

We are going to do this project in 10 weeks. Each activity has specific amount of time. Its dependable.

The project is going to be a web application, so its going to be useable on mobile devices and computers. It needs internet connection.

As a future platform, we can do this project for mobile devices as a mobile application.

As long as a member uses the sport center, he/she can access and use the application.

Users can access to the application with a computer or a mobile device. Our project is a web-based application and needs internet connection to use.

# Product Overview

## Needs and Features

|  |  |  |  |
| --- | --- | --- | --- |
| **Need** | **Priority** | **Features** | **Planned Release** |
| Creating the tables for database | 1 | Manage database | Iteration 2 |
| Create general user interface for the project | 1 | UI | Iteration 3 |
| Registration, deletion and edit operations for the users | 1 | Create and update user lists | Iteration 4 |
| Managing the accounts of the members, instructors and managers | 1 | System management | Iteration 5 |
| Adding specific operations of the members, instructors and managers which they capable to do | 2 | Manage capabilities | Iteration 6 |
| Doing general function of the project  Generating source code | 3 | Coding | Iteration 7 |

# Other Product Requirements

|  |  |  |
| --- | --- | --- |
| **Requirement** | **Priority** | **Planned Release** |
| Risk analysis | 1 | Iteration 2 |
| Platform independency | 1 | Iteration 3 |
| Security | 1 | Iteration 5 |
| Fast and responsive | 2 | Iteration 5 |
| Stability | 2 | Iteration 4 |
| User friendly | 2 | Iteration 3 |
| Fault tolerance | 3 | Iteration 5 |